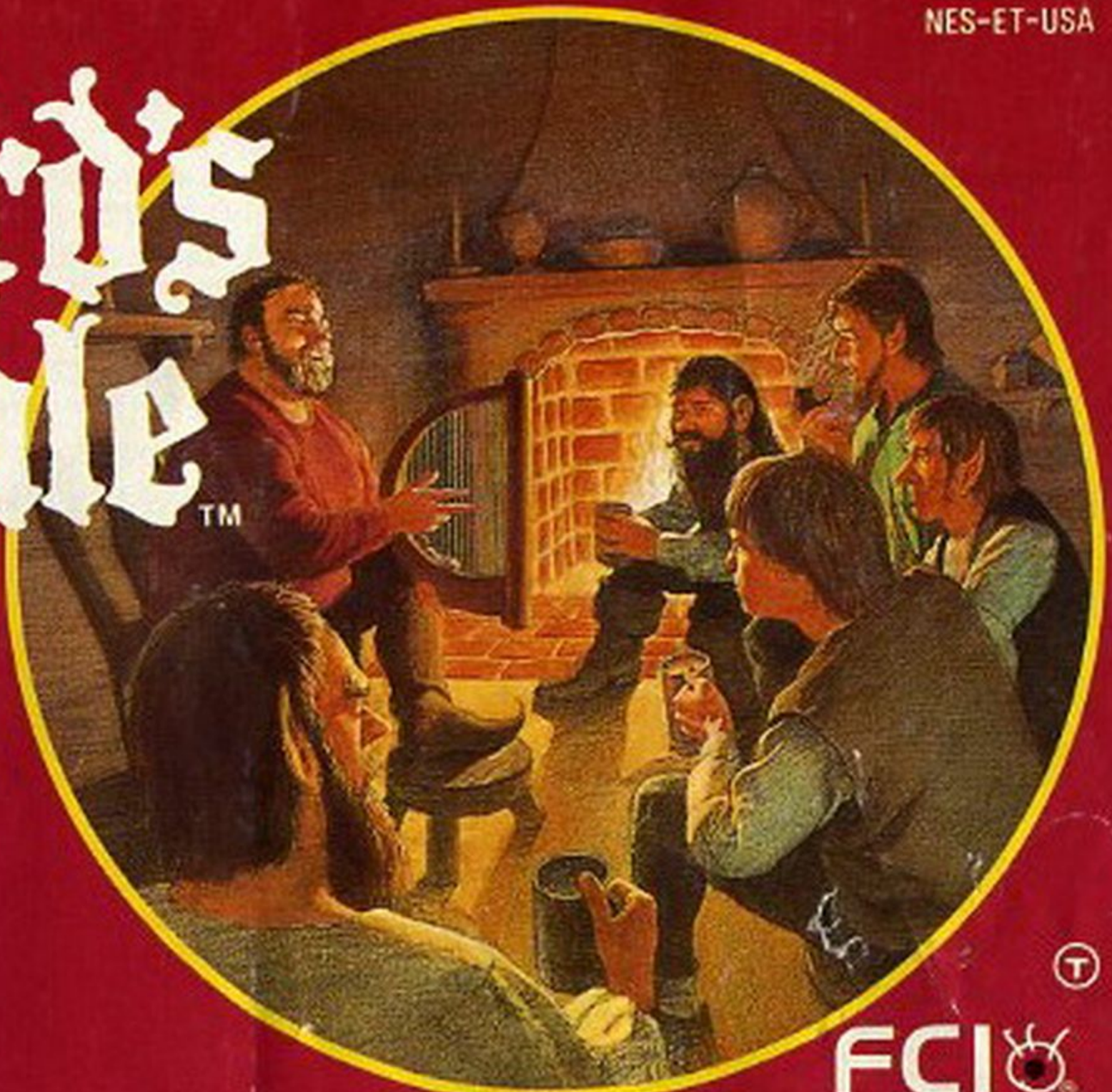
NES-ET-USA

The Bard's Tale™



FCI

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Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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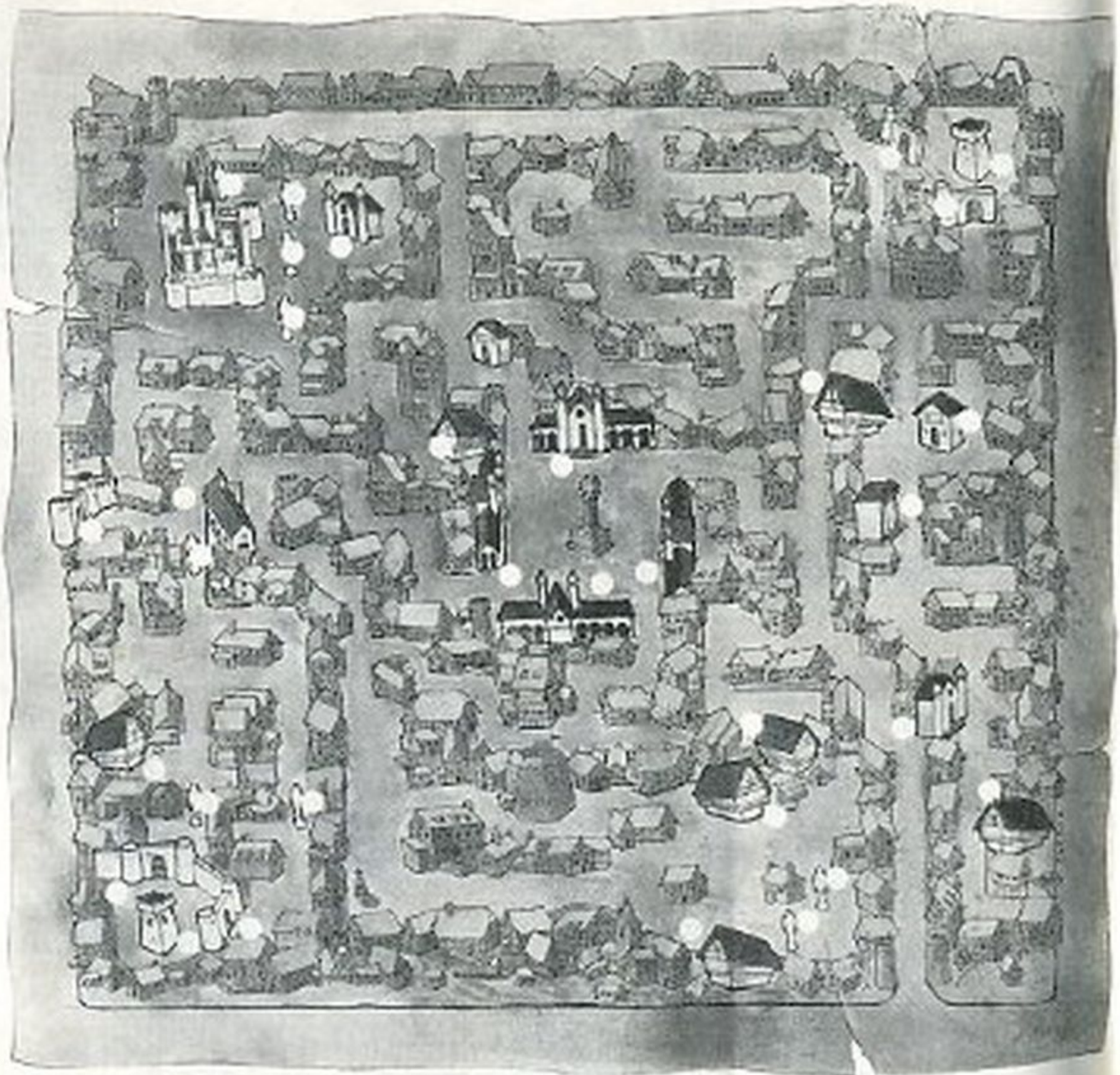
THE MAP OF SKARA BRAE

(1) ....GUARDIAN STATUE
(2) ....LOCKED GATE
(3) ....KYLEARAN'S TOWER
(4) ....MANGAR'S TOWER
(5) ....CITY GATES
(I) ....INN
(T) ....TEMPLE
(M) ....MAD GOD'S TEMPLE
(AG) ...ADVENTURER'S GUILD
(G) ....GARTH'S EQUIPMENT SHOPPE
(S) ....HORSE STABLE



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Story

Down with Mangar the Wicked

It is the time of swords and magic. In a distant world there is a town called Skara Brae. The town had prospered, thanks to many years of peace, and the lively voices of the people enjoying a rich life could be heard throughout the town.

Mangar, the evil sorcerer came, and with his strong magical power turned the town of Skara Brae into a world of winter. The town that had been so peaceful suddenly turned into a town gripped by fear, with monsters lurking. Many people were annihilated, and of those who survived, most abandoned the town.

But the brave ones who remained in the town were courageous. They came in one after another and gathered at the Adventurers' Guild on Main Street to fight against Mangar's evil power.

The Elder said to the brave ones, "My people: Kylearan, the virtuous, legendary wizard who protects this town, tried to fight Mangar. But Mangar's evil power locked him up in the tower in the northeast of town.

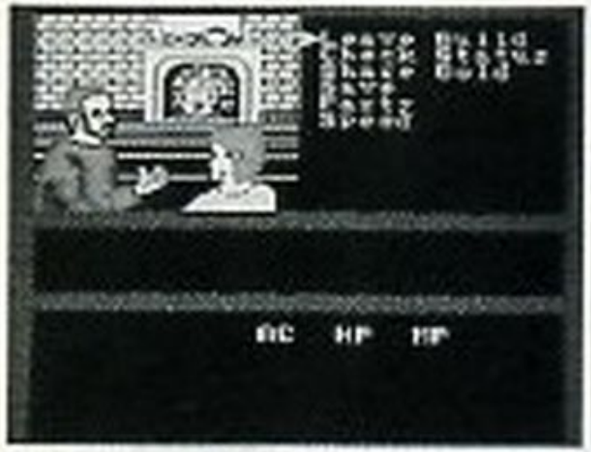
"Kylearan has the key to the tower where Mangar lives. If we could find Kylearan and get the key, we could slip into the tower without Mangar even knowing. Maybe then we could reopen the town."

The brave ones were inspired. They would band together to save their town, and some challengers were ready to rush the beleagured town.

But beware! There are very few safe places in Skara Brae: the pub, protected by the Bard's mysterious voice, and the temple, which is protected by the Deity.

Start the Game

To start the game, insert the cartridge in your N.E.S. Turn on the power switch and the title screen will appear.



Push the Start Button. Push Button A and the set command for starting appears (Menu 1).

Create your party of characters.

On Menu 1, use the ✚ Button to select the command "Party." Push Button A.

Menu 2 will appear. Select "Create" with the cursor and push Button A.

Menu 3 will appear.

Choose "Create" again and push Button A.

A menu will appear listing 6 professions.

The 6 characters you create will be responsible for overthrowing Mangar. Their basic ability is determined by their profession. Refer to the following list of professions to create your characters. The game begins when the challengers gather at the Adventurers' Guild.

Here are the Six Professions:

Warrior He is a soldier, proud of his extraordinary physical strength and muscular power. He can use every weapon and defense tool. But he has no magical power.	**Rogue** His special qualities are his quick movement and skillful hands. For this reason he only carries lightweight weapons and defense tools. He can't use magic but is good at removing traps.
Hunter He is a master swordsman and tactician. Most reliable in times of battle. Because of his quick movement, he doesn't use any especially heavy weapons or defense tools. He cannot use magic.	**Bard** He is a poet who loves poems and peace. Given a musical instrument, his voice takes on a mysterious magic. An important character, who could be called the hero of this story.
Sorcerer He is a magic specialist. Since he has little physical strength, the only weapons he carries are a staff and rope. But his spiritual power is a great help to the challenge.	**Wizard** He is also a magic specialist. He mixes things and creates many kinds of super-magic. Like the sorcerer, there are only a few weapons or defense tools he can carry.

Traits That Show the Character's Strength

After you have selected the character's profession, push Button A, and the screen displays the character's traits. The traits measure the character's ability, but the values of these traits are randomly determined each time by the System. Therefore, the values for the same profession can vary. Double-check the traits and values for the characters you want to use, if they are okay, choose "Yes" and press Button A. If not, "No" will bring you back to Menu 2 and you can choose "Create" again.

Traits	Description of traits
Strength (STR)	Character's survivability. If he is attacked when this value is 0, he will not survive.
Intelligence (INT)	Character's intelligence. Affects ability to use magic.
Dexterity (DEX)	Character's swiftness. Affects ability to attack.
Vitality (VIT)	Character's physical strength. Related to ability to defend against attack.
Luck	Character's amount of luck. Related to percentage of attacks engaged in.

Put the Party Together and Let's Go!

Name Your Characters

After you decide which characters you want to use, you name the characters. A list of letters will appear after you answer "Yes" to "Do you want this character?"

Move the cursor on the letter chart with the ✚ Button. Select each letter and press Button A. You may use up to 10 letters per name. If you make a mistake, you can correct it with "return." When you are through, select "end" and push Button A. The character will automatically be listed with the other challengers.

Use this method to continue naming your characters. Up to 16 names may be included in the list of challengers, and up to 6 of them may be included in the party. After registering the characters, select "Done" and push Button A. The game begins at the Adventurers' Guild.

How to Form the Party

To form the party, select "Add Member" from Menu 2, and push Button A. The list of challengers will appear on the screen. A maximum of 6 names can be selected from the list of challengers. Select each with the cursor and push Button A.

Select Desired Order of Lineup

The lineup of the party begins with the first character selected and is in the order in which the characters are chosen. Since the character in front is most likely to be

attacked, it is safer to line them up in order of physical strength. If you make a mistake in the order of lineup, select "Break-up" to disband the party and do it over again.

Name the Party

In the window under the screen is a list of the challengers' names. Give this party a name. Select "Name Party" and push Button A. A list of letters will appear on the screen. Follow the same method used for Name Your Characters to give the party a name. After you have completed your input, return to Menu 1, using either "Done" or pushing Button A. Select "Leave Guild" and push Button A. Now, let's start our challenge.

Adventurers' Guild Command Screens

Menu 1

Leave Guild	Use when departing the Adventurers' Guild
Check Status	Used to confirm character's status
Share Gold	Used to distribute gold among fellow members
Save	Used to save data on the game up to that point
Party	Used to form party (Proceed to Menu 2)
Speed	Used to change speed of message appearing on screen (3 speeds)

Menu 2

Add Member	Used to add member to party
Remove Member	Used to remove member from party
Break Up	Used to disband party as formed
Name Party	Used to name party
Other Members	Used to confirm status of members not in the party
Create	Used to create character (proceed to Menu 3)
Done	Used to go back to previous menu

Menu 1

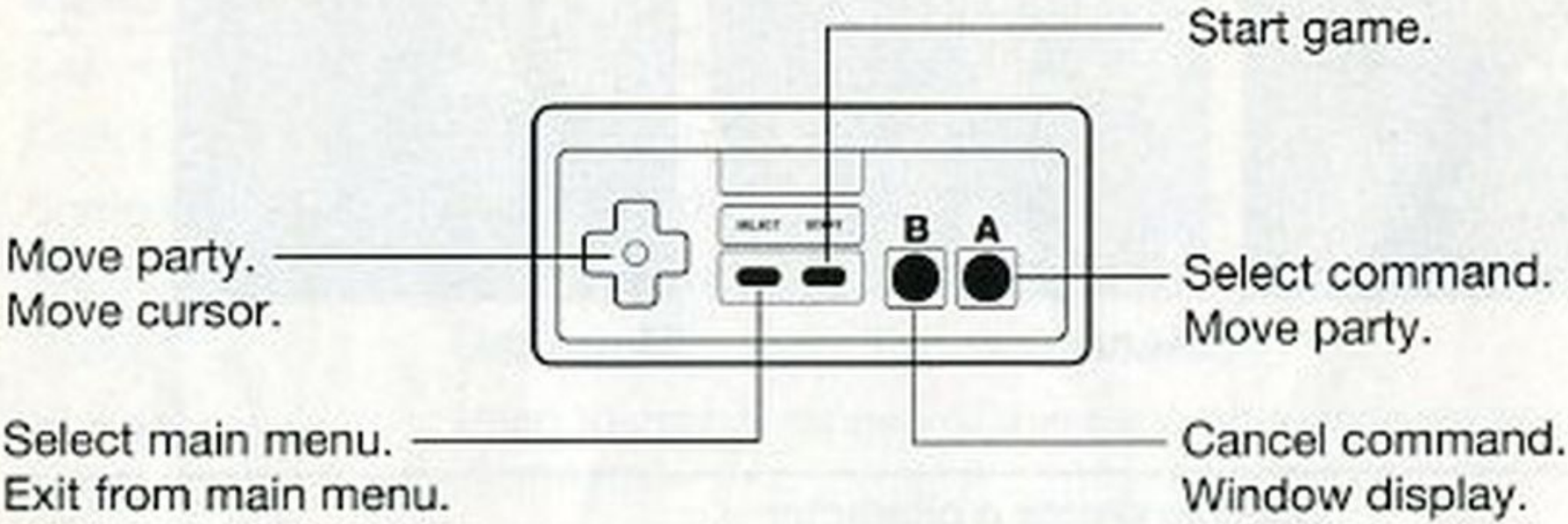
Menu 2

Menu 3

Menu 3

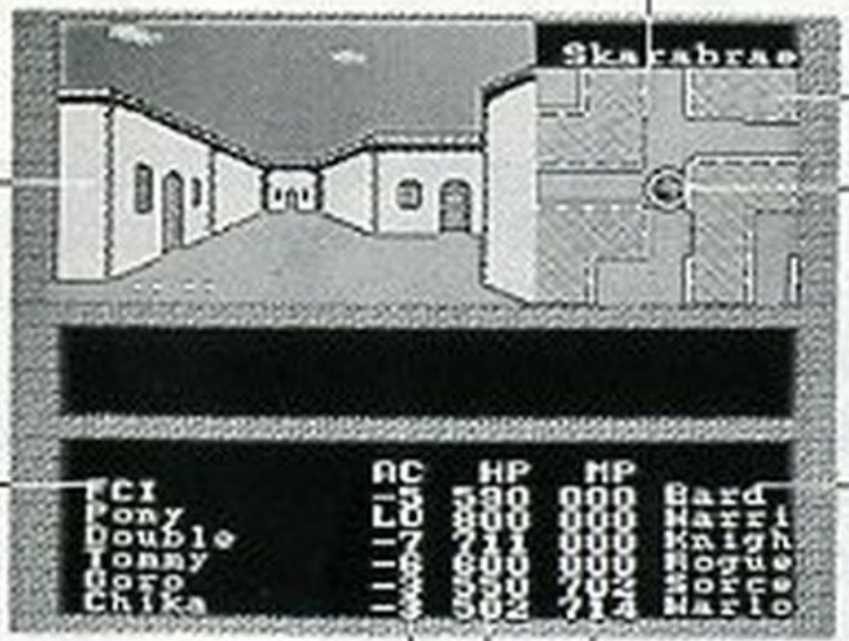
Create	Used to create a character
Change Name	Used to change name of character or party
Delete	Used to delete data about the character or party
Done	Used to go back to previous menu

Basic Operations of Controller



When it's time to begin the game, the town, the dungeon and the buildings are all displayed in 3D. On the right of the screen is a scrolling map with arrows indicating the current location and direction of the party. Move the party after confirming the direction you want them to go. The town and inside the dungeon are mazes, so be sure to map out your travels.

Explanation of Movement Screen



Place names

Scrolling map

Direction and location of party

3-dimensional view of location

Character names

Characters' professions

Magic points of characters

Characters' defense capabilities

Characters' hit points (survivability)

There Are Many Important Locations in Skara Brae.

There are many buildings in Skara Brae which are necessary to explore. If you find a door, be brave and go inside. You are bound to find some important information or item.

Weapon Shop

Get the weapons and defense equipment you need for your adventure. It is the only weapon shop in Skara Brae. Be sure to stop here to buy weapons and defense items and to equip the characters before going on your way.

When you buy the items, select "Buy Items" and push Button A for a list of the items. There are more items hidden under the list displayed on the screen, so use the cursor to go to the bottom, push the ✚ Button down and view the hidden items. When you finish your purchases, push Button B to cancel the item list. If you run out of money, use "Share Gold" to gather money from everyone. Use "Sell what you have" to sell off items you don't need, or "Identify items" to identify weapons and defense equipment you have acquired.

How to Equip Your Party with Weapons and Defense Equipment

Just *buying* weapons and shields is not good enough. You must equip the characters.

After you buy the items, go outside. Push Button B and regular commands on Menu 1 will be displayed.

Select "Check Status" and push Button A. Select the character you want to equip and push Button A again. When the status screen reappears push Button A again. A new command will be displayed.

"Equip" and Button A will enable you to use the cursor to move to the possession window. Select the weapons and defense items you want and push Button A. After equipping, use Button B to return the cursor to the command screen. Switch to status screen with "To other character" and follow the same pattern to equip other characters. If you select an item for one of your characters, the # mark indicates that this character cannot be equipped with that item.

Adventurers' Guild

To Save the Game

To save the game, your party must be at the Adventurers' Guild, the starting point for the game. Also, changing party members, reforming the party and other moves take place here.

To save the challenge, select "Save" (Menu 1) and push Button A. This will record the party as it is at that time. It is best to save each time you have raised your experience level or acquired an important item. *Be sure to push the Reset Button when you turn off the power.*

To continue: Form party again and then set off

When you have saved the game at the Adventurers' Guild and started the game again, select the party you saved from the list with "Party" (Menu 1) and "Add Member" (Menu 2) and then set off from the Adventurers' Guild.

Using Regular Commands

If you push Button B during the game, the regular commands will be displayed in the window to the right. Different activities can be accomplished using the Control Pad and Button A. Use Button B to cancel any commands.

Use Item Command for using an item which the character has. Select the item with the ✚ Button and push Button A.

Cast Command to perform magic. Select a character that can use magic, push Button A and a Level 1 magic spell will be displayed. Moving the ✚ Button to the left or right will display other levels of magic spells.

Sing Command to have the Bard sing a song that contains a magical power. But if he does not have his instruments or his voice is hoarse, he cannot sing.

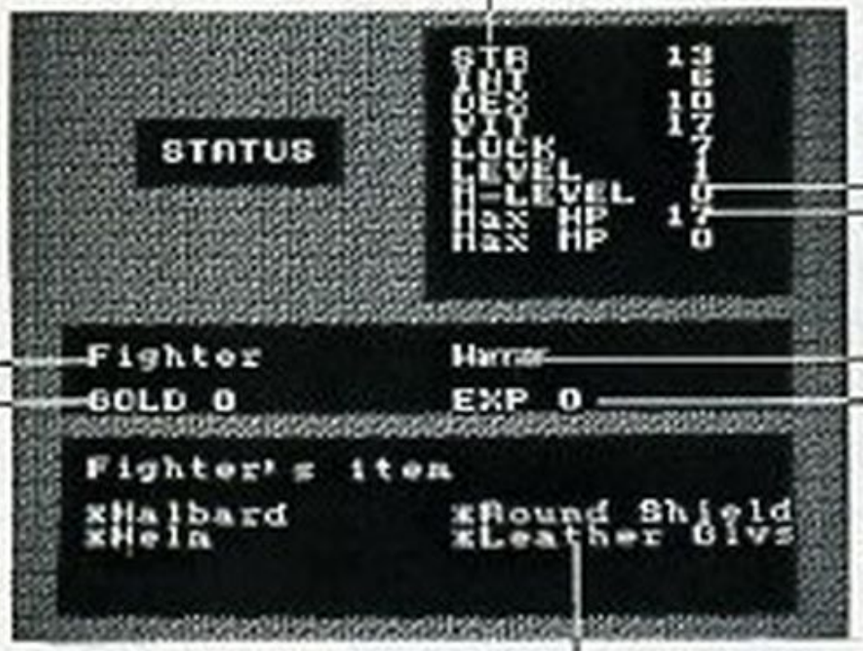
New order Command to change the party's lineup. With the sub-command "Lineup" the lineup can be changed to the order of selection. But to change the basic lineup, you must go back to the Adventurers' Guild and reform the party using the "Break-Up" command.

Note: "Advance" determines strategy

Sub-command "Number of fighters" is an important command that determines how many characters in the lineup will be included in the actual battle. You can choose from 3, to all members . Set your strategy according to the types of characters chosen.

P-Combat members	Command to break up the members by having members of the party attack each other. It's a nasty command, but you may need to use it.
Status	Command to check the character's status and to supply with weapons and defense equipment. When you select this, the character's status is displayed. When you then push Button A, the next sub-command is displayed.
Other Members	Used to move items to other characters
Equip	Command used to supply character with acquired weapons and defense equipment
Trade items	Used to give items to other characters
Drop items	Used to throw away unnecessary items
Pool gold	Used to collect all the gold the members have
Done	Used to return to previous command

Explanation of Status Screen



Current level of character's traits

Magical level

Greatest hit point

Character's name

Character's profession

Gold in his possession

Character's experience

Item window

It's War!

If you meet the enemy during the challenge, the screen automatically changes into the battle mode. The types and numbers of enemies are displayed in the message window and you must choose either "fight" or "escape." If you choose "fight" and win the battle, you will add to your experience points and get gold. Of course, you may also choose "escape," but you can't always get away.

Attack	Command for attacking. After choosing this command, name the group to be attacked with the cursor. Push Button A to enter. The enemy in front becomes the target of the attack. "Party" is the command to attack one of your own members. Depending on the number of people in the attack, this command may not appear on the screen for the characters in the back of the line.
Guard	Option to not participate in the battle but to defend. You may also use "protect yourself" when your HP is low.
Use item	Command to use items. Use according to each situation.
Equip	Command to change the equipment. Use according to the enemy.
Bard Song	Command only to be used by the Bard. Choose type of song and push Button A. If the Bard is hoarse, or has no instrument, he cannot sing.

Cast This command can only to be used by characters that use magic (wizard and sorcerer). When you choose this command, a Level 1 magic spell will appear in the message window. Other levels of magic spells can be displayed by moving the ✚ Button to the left or right. Use the magic spells strategically, depending on the situation.

Watch the character's condition!

The characters will often be in a strange condition because of the magic of some monster. If they don't return to normal after the battle is over, they must be treated either at the temple or by magic. Be sure to check the status screen.

Condition	Display	Result	Treatment
Poison	Poison	Poisoned. HP decreased gradually	O
Crazy	Crazy	Deranged, attacks fellow members	X
Paralyzed	Paralyzed	Paralyzed and can't move	X
Energy Drain	—	Lower level and traits	O
Possession	—	Taken over by malevolent spirit, attacks fellow members	O
Turn to stone	Turn to stone	Turn to stone and can't move	O
Age	Get old		O

The Bard's Song Has the Power of a Hundred People!

If you equip the Bard with a musical instrument, he can sing a song with magical powers. If the level is low, his voice gets hoarse after singing one song, but as the level increases, he can sing more often.

Ordinary mode

The Traveller's Tune .. return to the Adventurer's Guild

Wayland's Watch ..... soothes savage foes

The Seeker's Ballad ... lowers AC of the enemy

Fighting mode

Freeze Voice ..... enemy cannot move

Lucklaran ..... lose magical powers of enemy

Falkentyne Fury ..... increase allies fighting ability

Voice of Kylearan ..... make monsters into allies

Use Magic

There are basically two types of magic: the illusionary type, employed by the sorcerer, and the physical type, used by the wizard. Each has a level according to the complexity of the magic. To use their magic spells, the character must achieve a certain level and pass a test by a council (see page).

The amount of MP (Magic Power) used up by the magic spell varies, but if MP is zero, you cannot use any magic.

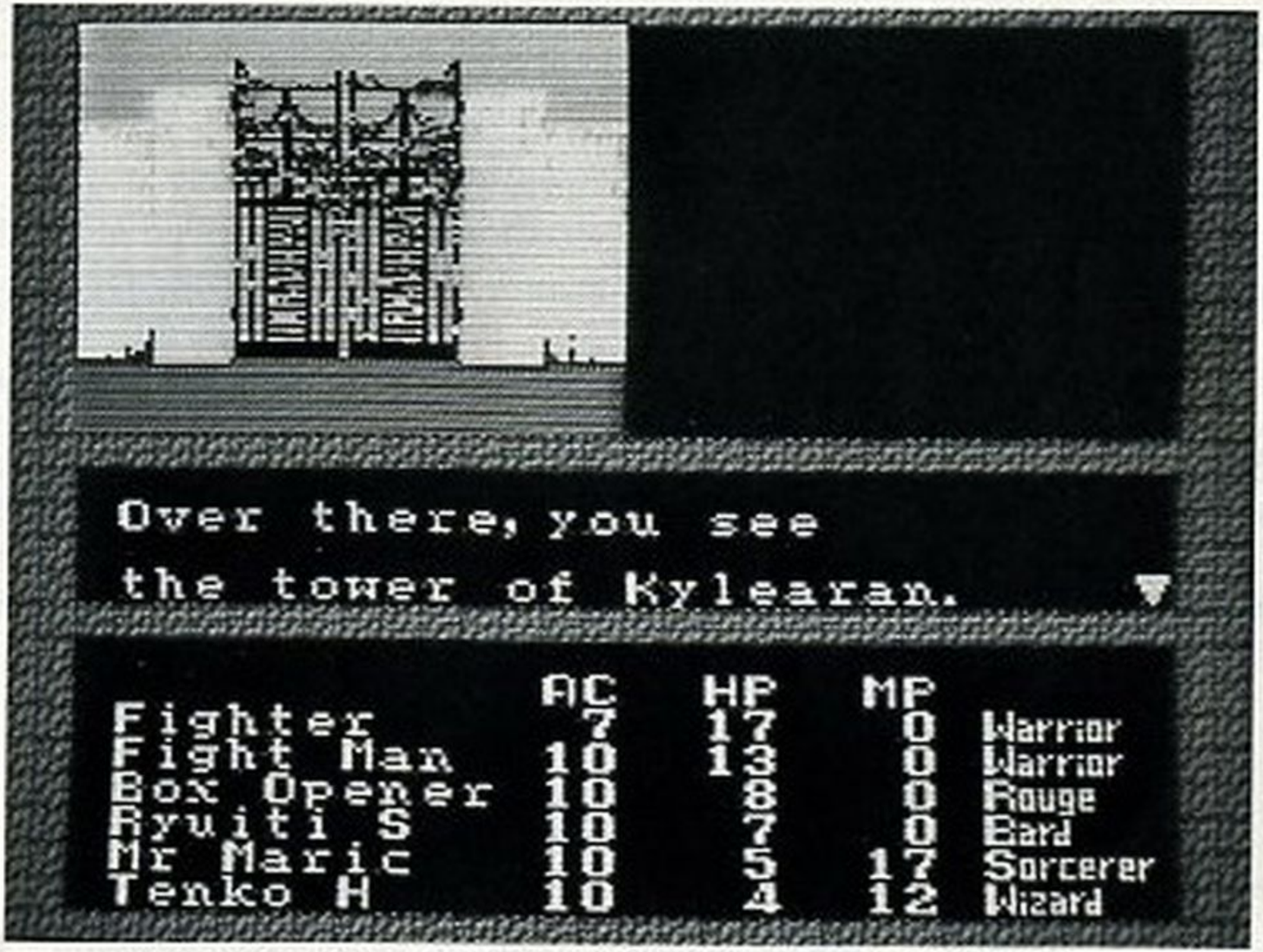
Sorcerer's Illusionary Magic

Magic level	Character level	Magic spell	Effects	MP Used	Mode
1	1	Image of Terror	Creates an enemy	1	War
		Scry Site	Tells spell caster's site in maze	2	Reg
		Battle Skill	Increases fellow members' fighting skill	3	War
2	2	Instant Wolf	Adds an illusionary "wolf" as party member	3	War, Reg.
		Mind Darts	Damage group of enemies with spiritual power	3	War
3	4	Wind Warrior	Adds an illusion of a "warrior" to party	5	War, Reg.
		Disbelieve	Erase phantom monster	7	War
		Invincible	Gives fellow members unusual fighting and defensive power, but physical damage after battle	3	War
		Sorcerer Sight	Have heightened awareness	5	Reg.
4	8	Instant Ogre	Add an illusion of an "ogre" as member	10	War, Reg.
		Magic Water	Damage to undead monsters	6	War
		Mind Blade	Knock down one monster	6	War
		Rejuvination	Treatement for old age	10	Reg.
5	14	Wind Giant	Add illusion of a "Giant" as member	18	War, Reg.
		Image of Hate	Create internal fight among enemies	12	War
		Dispossess	Cure for "possession"	12	War
6	20	Mind Storm	Use spiritual waves to damage one enemy group	18	War
		Beyond Life	Bring back to life. HP, MP increases	30	Reg.
7	26	Wind Dragon	Add a phantom dragon as party member	28	War, Reg.
		Demon's Breath	Knock down 1 enemy group	38	War
		Inspect	Discover and knock down "Doppelganger the Monster", who became a member	16	Reg.

War= war mode
Reg.= regular mode

Wizard's Magic

Magic level	Character level	Magic spell	Effects	MP Used	Mode
1	1	Mage Flame	Create light	2	Reg.
		Arc Fire	Damage 1 enemy with flame	3	War
		Gleam	Force enemy to give up attack with flash of light	2	War
2	2	Word of Healing	Restore fellow member's HP	4	War, Reg.
		Mage Blade	Triple own attacking power with magic sword	3	War
			Reduce enemies by half	4	Reg.
3	4	Trap Zap	Find and destroy traps	3	Reg.
		Lesser Reveal	Create light; see hidden doors	4	Reg.
		Starflare	Damage 1 enemy group by setting fire to air	6	War
		Flesh Restore	Treatment for poison	7	Reg.
4	8	Animated Sword	Add "living sword" as member	9	War
		Emit Flare	Damage 1 enemy by attack	12	War
		Create Figurine	Turn enemy into stone	11	War
		Armor Collapse	Reduce enemy's defense to 1/4	9	War
5	14	Arc Blizzard	Damage 1 enemy group by attack	22	War, Reg.
		Flesh Anew	Restore HP	12	War, Reg.
		Arcyne's Magestar	Use powerful flash to force all enemies to surrender	10	War
6	20	Stone to Flesh	Cure for turning into stone	18	War, Reg.
		Quake Call	Damage to all enemies	5	War
		Greater Revelation	Create long light. Hidden door is visible	15	Reg.
7	26	Dragon's Breath	Major damage to 1 enemy group	32	War
		Restoration	Complete recovery of all party members, and HP	28	Reg.


Over there, you see
the tower of Kylearan.
AC HP MP
Fighter 7 17 0 Warrior
Fight Man 10 13 0 Warrior
Box Opener 10 8 0 Rouge
Ryuiti S 10 7 0 Bard
Mr Maric 10 5 7 12 Sorcerer
Tenko H 10 4 12 Wizard

Items You Need to Challenge (Garth's Equipment Shoppe)

Weapons	
Staff	Cheap sword. Only weapon anyone can use, but it has little attacking power.
Hand axe	Iron hatchet. A light weapon, with limited capability.
Broad sword	Broad, two-sided sword. Good for characters skilled at fighting.
Long sword	Authentic, long two-sided sword. Favored by skilled fighters and knights.
War axe	Heavy iron axe made for battle. Used only by powerful warriors.

Defense	
Leather gloves	Gloves made of tanned leather. Light protection can be used by anyone.
Leather helmet	Light, leather helmet. When worn, it slightly increases defense capabilities.
Leather shield	Shield made by reinforced leather. Can be used by many characters because it is light.
Robe	Cloth robe. Little defense capability, but one of the few defense tools the sorcerer and wizard can use.
Leather armor	Armor made of the finest tanned leather. Light and mobile when worn.
Chain armor	Garment made of thin, braided chain. Good defense capabilities and mobile.
Iron armor	Armor made of refined iron. Strong as defense tool, but heavy.

Equipment	
Torch	To light up the dungeon and other dark areas. Runs out in a short time.
Antidote	Medicine to help the body recover from poison.
Drops of Root Beer	Drink to refresh the throat when the voice gets hoarse from singing.

Musical Instruments	
Horn	Wind instrument that produces various sounds
Harp	Stringed instrument that produces beautiful music
Flute	Known for its clear sounds

Rumor has it that there are various weapons and other kinds of defense equipment hidden through the town. You may also discover something you have never seen before in a treasure chest you get from battle with the monster. Just be careful about traps.

The Log Book of a Hero — The Proper Way to Challenge

I have decided to go back again. Many of my friends and family have perished. Skara Brae is now a ghost town and I can't take it anymore. If it's possible, I would like to be remembered as a brave Bard.

Many of my colleagues gathered at the Adventurers' Guild. We put together a small group that would start working underground so that the enemy would be unaware of our movements. The group was composed of 6 members, including me, each with a different profession.

When we left the Adventurers' Guild we first headed for Garth's Equipment Shop to get weapons and defense equipment. Since we didn't have much money, we could only get cheap things. But I got a horn as well as weapons. This will enable me, the Bard, to use magic. Once we got outside, we armed ourselves.

We looked around carefully as we walked around the town. Suddenly we came upon a group of goblins. These monsters attacked us. The members of our party got angry, and the knight at the lead cut off a goblin's head. I sang "Freeze Voice" as loud as I could.

The air took on a chill and we finished off the goblins. Their faces quivered and their feet were stuck to the ground. The warrior's hatchet let out a groan, and sparks came out of the wizard's fingers. The enemy was destroyed. My voice had become hoarse.

We went back to the council near the Adventurers' Guild. When we told them what happened, the council members raised all of our levels. We were so lucky to be able to achieve this with just one battle. In addition, the wizard and sorcerer were awarded new kinds of magic.

After we left the council, we went to a nearby pub to celebrate our first victory. I refreshed my dry throat with root beer. I really wanted cider, but this pub didn't have any.

We returned to Garth's Equipment Shoppe. We talked, and decided to reconnoiter the town, which had changed so much. We prepared ourselves and headed for town.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:
Fujisankei Communications International, Inc.
150 East 52 Street, New York, N.Y. 10022
Attention: Returns Department
(212) 753-8100

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

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Notes

Notes

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

FCI®

Not Just Kid Stuff

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